PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Altered vision

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- · Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products

without the Official Nintendo Seal.

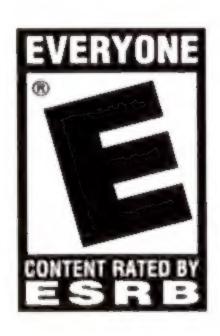
THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws. Rev-D (L)













NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.



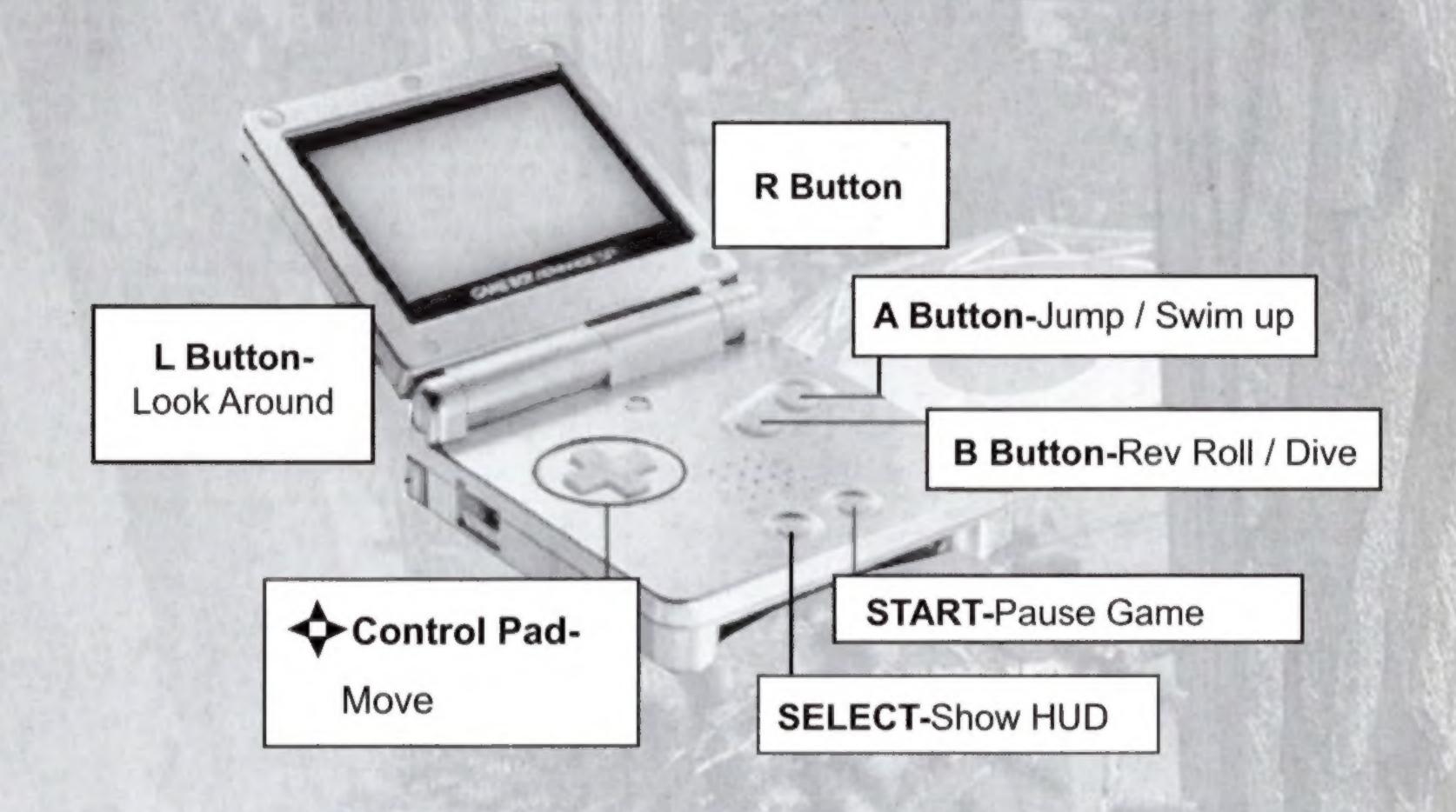
Getting Started Game Controls Main Menu Playing the Game Objects and Power-Ups Extra Mode **Heads Up Display** In-game Help Credits

13

GETTING STARTED

- I. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy® Advance is ON.
- 2. Insert the Pac-Man World 2™ Game Pak into the slot on the Game Boy® Advance. Press firmly to ensure the Game Pak is correctly inserted.
- 3. Switch the Game Boy® Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.
- 4. Press START to enter the Main Menu.

GAME CONTROLS



MENU NAVIGATION

To move through menus, press the Control Pads Left and Right. To confirm a selection, press the A Button. To cancel a selection or return to the previous menu, press the B Button.

MAIN MENU



PLAY NEW GAME

Deep in the heart of Pac-land lies a small hidden village. In the center of that village grows an ancient tree. On that tree are 5 golden fruits. Legend states that if the Golden Fruit are stolen then darkness will descend across the land. And so it was, that one dark night. The ghost gang happened upon that tree, and they took those fruit. The tree shook. The ground split. The clouds gathered. And suddenly, stood before the cowering ghost was the ancient evil spirit hitherto imprisoned for all eternity... SPOOKY!

"Take these fruits and hide them so that no one can imprison me again" - the weak minded ghost gang of course did as they were told...

...and in the morning all was revealed.

The broken tree, the split earth, the open prison and the missing fruit! OH NO! Only one man can save the day! PAC - MAN! Pac-Man is back! Save Pac-Land from the clutches of the evil ancient spirit SPOOKY before it's too late! Your goal is to complete each level of Pac-Man World 2™, finding hidden fruits along the way, facing enemies and Spooky himself to achieve a killer score! Collect the hidden galaxian keys to open the classic Pac-Man maze!

To start, select which levels you want to play from the list of unlocked levels. Press the Control Pad to select a level to play. Once you have chosen one, press the A Button.



PASSWORD

You can enter a password to resume your progression.

GAME OPTIONS

Here you can change and save various options that affect the game:

AUDIO Adjust the sound effect and music volumes.

CREDITS View the credits list for Pac-Man World 2™.

PLAYING THE GAME CONTROLLING PAC-MAN

Press the Control Pad in the direction you want to move.

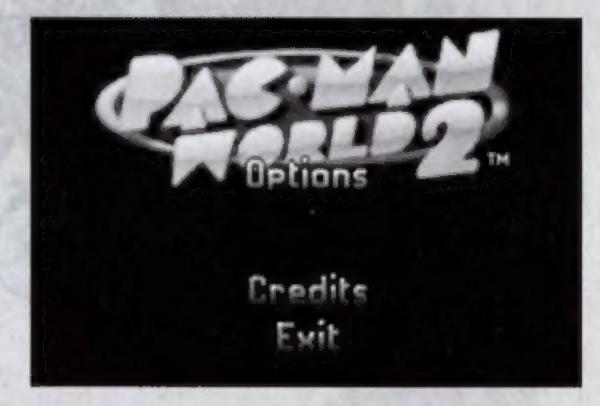
JUMPING

Press the A Button to jump. This allows you to reach objects or areas above Pac-Man. While jumping seems easy enough, it occasionally requires a bit of strategy.

BUTT-BOUNCE

Press the A Button while in the air. This will allow Pac-Man to attack enemies or reach areas too high for normal jumps.





REV ROLL

Press and hold the B Button to execute a Rev Roll. When you release the button, Pac-Man will take off in a high-speed roll. This will allow Pac-Man to attack enemies or help Pac-Man to proceed up a steep hill.

FLIP KICK

Press the B Button while jumping to perform a Flip-kick. This will allow Pac-Man to attack enemies.

REV JUMP

While holding the B Button, press the A Button to perform a Rev Jump. This will allow Pac-Man to reach areas too far for normal jumps.

SWIMMING

When inside the water, press the A Button and the B Button to swim up and down, respectively.

DOLPHIN JUMP

Press and hold the A Button while in water to execute a Dolphin Jump. Pac-Man will gracefully leap out of the water, allowing him to reach hovering fruit above the water.

LOOK AROUND

Press and hold the L Button while being idle to look slightly around Pac-Man. This will help you find hidden fruits and secret areas.

OBJECTS AND POWER-UP

Pac-Man will find many hidden power-ups and special objects to aid him in his quest.

FRUITS CRATES

You will encounter Fruits Crates in some levels. Take note of the Fruit on the crate, you will need to find a matching Fruit in order to open the crate.



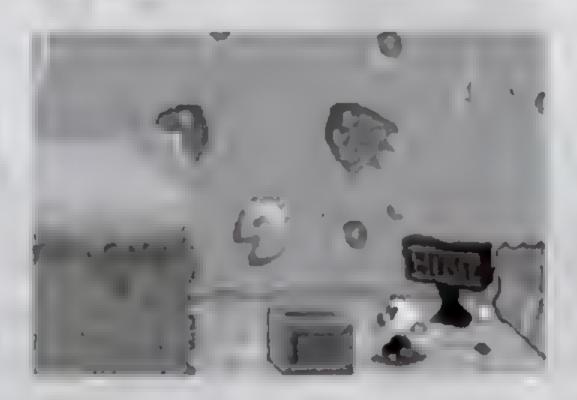
STEEL BALL POWER-UP

The Steel Ball Power-Up makes Pac-Man invulnerable for a short period. It will also make him heavy enough to walk underwater, allowing him to open treasure chests underwater with a butt-bounce.



TREASURE CHESTS

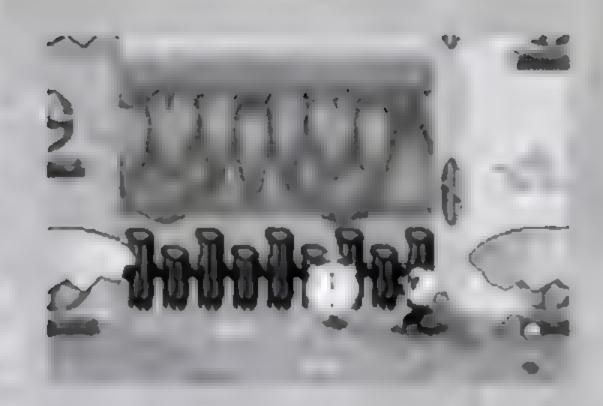
Treasure Chests contains items, try to find them all to get all the hidden fruits!



EXTRA MODE

TIMETRIAL

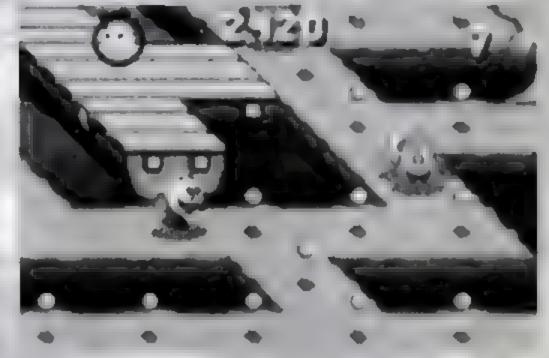
When you will have completed a level, restarting it will unlock the clock item. Collecting the clock item will start the Time Trial mode. In Time Trial mode, you will have to complete the level before the time run out.



CLASSIC MAZE

There are 4 Galaxians Keys spread in each world. Collect them to open a classic Pac-Man maze in the Village. The classic Pac-Man maze play like the original Pac-Man, collect all the pac-dots, avoid the ghost, and eat the power pellet to achieve killer score!

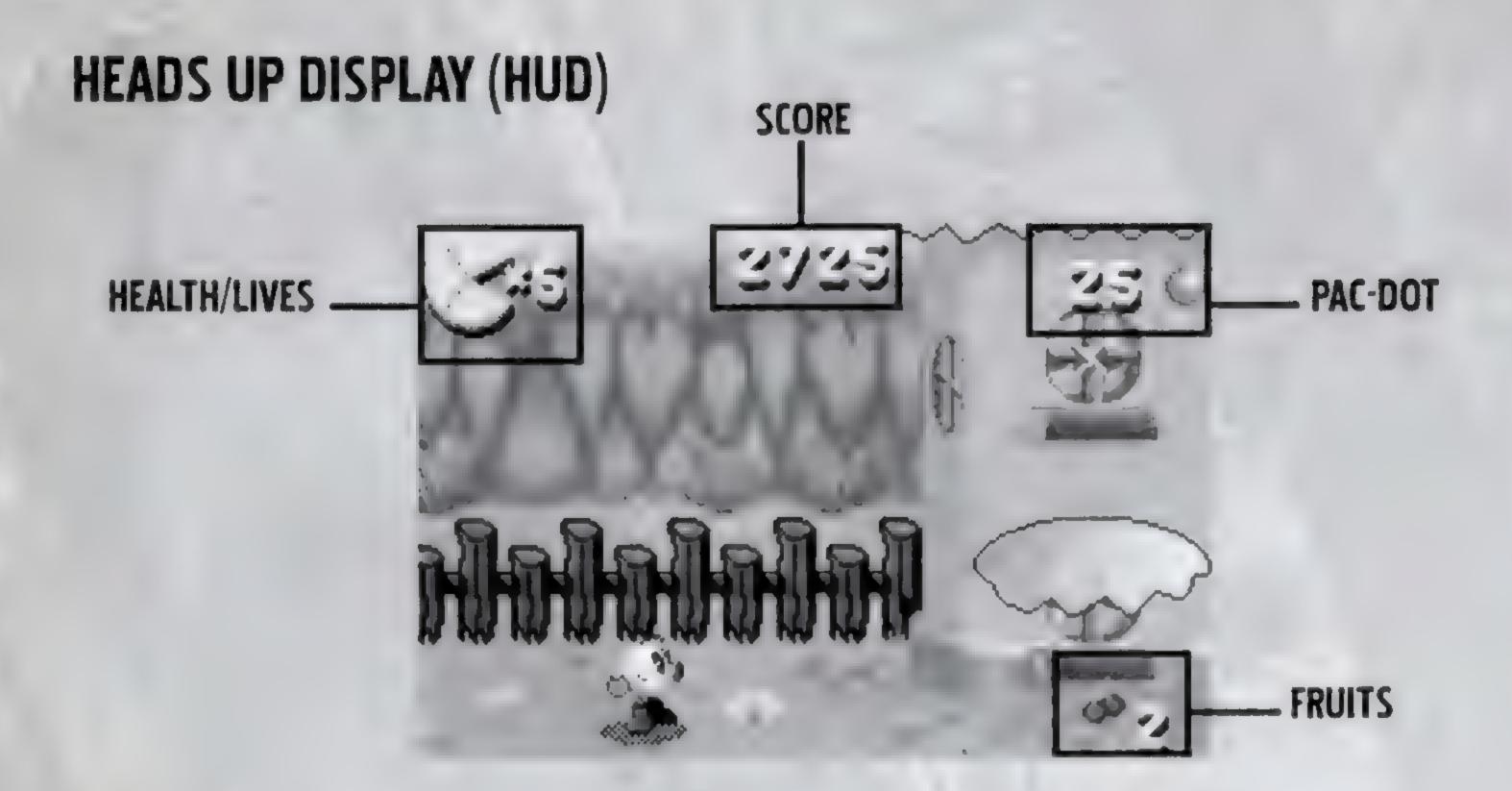




PASSWORD

After completing a stage, you will be given a password.





SCORE: This indicates your current score.

FRUITS: This indicates the Fruits you have collected in the current level.

LIVES: This indicates Pac-Man's remaining lives.

HEALTH: This indicates Pac-Man's current health. If you lose all of your wedges,

Pac-Man will lose a life.

PAC-DOT: This tells you how many Pac-Dots you are currently holding.

IN-GAME HELP

Throughout Bear Basics, you will be offered help on how to play the game. You will find hint signs explaining how to control Pac-Man, and how to use Pac-Man's special abilities. Make sure to read all of them, so that you are ready to make your way to Spooky!



CREDITS

Developed by Full Fat

Programmers

Crispian Daniels Florian Raoult

Technology

Andrew Docking

Graphics

Jamie Byrne
Jamie Bamborough
Will Morrison
Sven Ruthner

Gameplay & Audio

James Barnard

Gba Design

Peter Ranson

Business Development

Paul Adams



ECI Testing

MD

R Young

Head Of Testing Development

lan Latut

Sales And Marketing

Russ Patiele

Testers

Stuart Appleton Kevin Russell Nutty Smith

Management

Ratan S Murali

Lead Tester Sharad Chaturvedi





Testers

Rajesh G S Nagraj Bitla Jaydeep Sarkar Raviraj Moily

Published By Destination Software Inc

VP of Development

Paul Tresise

Senior Development Manager

Gareth Luke

Namco

Producer Pierre Roux



Associate Producers

Mitch Boyer Benjamin Cole

Special Thanks

Robert Ennis Noby Kasahara Garry Cole Jeff Lujan Brian Schorr Yoshi Niki

PAC-MAN WORLDTM 2 & © 1980 1999 2002 NAMCO LTD., ALL RIGHTS RESERVED. PAC-MAN © 1980 2002 NAMCO LTD., ALL RIGHTS RESERVED. Ms. PAC-MAN © 1980 1982 2002 NAMCO LTD., ALL RIGHTS RESERVED. PAC-MANIA © 1980 1987 2002 NAMCO LTD., ALL RIGHTS RESERVED. Manufactured pursuant to license with Namco Holding Corp.

NAMCO HOMETEK INC. 90 DAY WARRANTY

Namco Hometek Inc.
ATTN: Customer Service
4555 Great America Parkway, Suite 201,
Santa Clara, CA 95054

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at support@namco.com or contact us directly at (408)922-0712. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

Namco Online: http://www.namco.com Visit our Website to get information about our new titles.

LIMITED WARRANTY

Namco Hometek Inc. warrants to the original purchaser that this Destination Software Inc. game pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc. will repair or replace the defective game pak or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Distributed by Destination Software Inc.

Consumer Service Dept. (888) 654-4447

137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080

www.DSIGames.com



Published by Namco
Namco Hometek Inc., 4555 Great America Parkway, Suite 201, Santa Clara, CA 95054
www.namco.com

Distributed by Destination Software Inc.-1-888-654-4447

PRINTED IN USA